

```
/*=====
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GD 7.18.03
=====*/

#include <stdio.h>
#include <stdlib.h>
#include <math.h>

#define inputFileNAME "4gFilterForm"
#define outputFileNAME "4gParamArray"

typedef unsigned char U8 ;
typedef short UVAL; // uval is typically (-100,100)

enum colorDef { red, yellow, green, cyan, blue, magenta, all};
const int nColors = 7;
const int versionCode = 3314;

// filter basics =====
char * filterStrings[] = {
    "    red yellow green  cyan  blue magenta all          (+100,      -100)", // 0
    "    bright colors      (moreVivid, whiter)",           // 1
    "    deep colors        (moreVivid, blacker)",           // 2
    "    midtone colors     (moreVivid, grayer)",            // 3
    "    midtone lightness  (lighter,  darker)",            // 4
    "    whitePoint         (positive, negative)",           // 5
    "    lightGrayPoint     (positive, negative)",           // 6
    "    darkGrayPoint      (positive, negative)",           // 7
    "    blackPoint         (positive, negative)",           // 8
    "    color shift        (>rygcbm, <rygcbm)",             // 9
    "    light gray neutrals (whiter,  grayer)",             // 10
    "    dark gray neutrals (blacker,  grayer)",             // 11
    "    textures           (sharper,  smoother)",          // 12
    "    edges              (sharper,  smoother)"           // 13
};

// filter structure, size is 2*((9*6)+4) = 116 bytes
typedef struct
{
    // neutral axis (NP) color correction
    UVAL  whiteNP      [nColors]; // (+,-)
    UVAL  lightGrayNP  [nColors]; // (+,-)
    UVAL  darkGrayNP   [nColors]; // (+,-)
    UVAL  blackNP      [nColors]; // (+,-)

    // neutral brightness correction
    UVAL  lightGray;    // (whiter,grayer)
    UVAL  darkGray;     // (blacker,grayer)

    // saturated color correction
    UVAL  colorShift    [nColors]; // (r>y>g>c>b>m>r,m<r<y<g<c<b<m)

    // tone correction
    UVAL  brightColors  [nColors]; // (moreVivid,whiter)
    UVAL  deepColors    [nColors]; // (moreVivid,blacker)
    UVAL  midToneColor  [nColors]; // (moreVivid,grayer)
    UVAL  midToneLightness[nColors]; // (lighter;darker)

    // acuity
    UVAL  texture;      // (sharper,smoother)
    UVAL  edges;        // (sharper,smoother)
} filterDEF;
```

```
void writeFilterForm(FILE *pForm, filterDEF fx)
{
    int i;
    fprintf( pForm, "%s\n",      filterStrings[0]);      // red yellow green  cyan  blue magent

    for(i=0; i<7; i++)
        fprintf( pForm, "%6d",  fx.brightColors[i] );
        fprintf( pForm, "%s\n",  filterStrings[1]);      // (moreVivid,whiter)

    for(i=0; i<7; i++)
        fprintf( pForm, "%6d",  fx.deepColors[i] );
        fprintf( pForm, "%s\n",  filterStrings[2]);      // (moreVivid,blacker)

    for(i=0; i<7; i++)
        fprintf( pForm, "%6d",  fx.midToneColor[i] );
        fprintf( pForm, "%s\n",  filterStrings[3]);      // (moreVivid,grayer)

    for(i=0; i<7; i++)
        fprintf( pForm, "%6d",  fx.midToneLightness[i] );
        fprintf( pForm, "%s\n",  filterStrings[4]);      // (lighter,darker)

    for(i=0; i<7; i++)
        fprintf( pForm, "%6d",  fx.whiteNP[i] );
        fprintf( pForm, "%s\n",  filterStrings[5]);      // (+,-)

    for(i=0; i<7; i++)
        fprintf( pForm, "%6d",  fx.lightGrayNP[i] );
        fprintf( pForm, "%s\n",  filterStrings[6]);      // (+,-)

    for(i=0; i<7; i++)
        fprintf( pForm, "%6d",  fx.darkGrayNP[i] );
        fprintf( pForm, "%s\n",  filterStrings[7]);      // (+,-)

    for(i=0; i<7; i++)
        fprintf( pForm, "%6d",  fx.blackNP[i] );
        fprintf( pForm, "%s\n",  filterStrings[8]);      // (+,-)

    for(i=0; i<7; i++)
        fprintf( pForm, "%6d",  fx.colorShift[i] );
        fprintf( pForm, "%s\n",  filterStrings[9]);      // (lighter,darker)

    fprintf( pForm, "%42d%s\n",  fx.lightGray,  filterStrings[10]);
    fprintf( pForm, "%42d%s\n",  fx.darkGray,   filterStrings[11]);
    fprintf( pForm, "%42d%s\n",  fx.texture,    filterStrings[12]);
    fprintf( pForm, "%42d%s\n",  fx.edges,      filterStrings[13]);
}

// scan the user text form
void scanFilterForm(FILE *pForm, filterDEF *fx);
void scanFilterForm(FILE *pForm, filterDEF *fx)
{
    // we just scan uninteresting text with this buffer
    int i, temp;
    char buffer[100];
    fgets( buffer, 100, pForm );      // red yellow green  cyan  blue magent

    for(i=0; i<7; i++)
    { fscanf( pForm, "%d", &temp);    fx-> brightColors[i] = temp;}
      fgets( buffer, 100, pForm );    // (moreVivid,whiter)

    for(i=0; i<7; i++)
    { fscanf( pForm, "%d", &temp);    fx-> deepColors[i] = temp;}
      fgets( buffer, 100, pForm );    // (moreVivid,blacker)
```

```
for(i=0; i<7; i++)
{ fscanf( pForm, "%d", &temp);    fx-> midToneColor[i] = temp;}
  fgets( buffer, 100, pForm );    // (moreVivid,grayer)

for(i=0; i<7; i++)
{ fscanf( pForm, "%d", &temp);    fx-> midToneLightness[i] = temp;}
  fgets( buffer, 100, pForm );    // (lighter,darker)

for(i=0; i<7; i++)
{ fscanf( pForm, "%d", &temp);    fx-> whiteNP[i] = temp;}
  fgets( buffer, 100, pForm );    // (+,-)

for(i=0; i<7; i++)
{ fscanf( pForm, "%d", &temp);    fx-> lightGrayNP[i] = temp;}
  fgets( buffer, 100, pForm );    // (+,-)

for(i=0; i<7; i++)
{ fscanf( pForm, "%d", &temp);    fx-> darkGrayNP[i] = temp;}
  fgets( buffer, 100, pForm );    // (+,-)

for(i=0; i<7; i++)
{ fscanf( pForm, "%d", &temp);    fx-> blackNP[i] = temp;}
  fgets( buffer, 100, pForm );    // (+,-)

for(i=0; i<7; i++)
{ fscanf( pForm, "%d", &temp);    fx->colorShift[i] = temp;}
  fgets( buffer, 100, pForm );    // (lighter,darker)

fscanf( pForm, "%d", &temp);    fx-> lightGray = temp;  fgets( buffer, 100, pForm );
fscanf( pForm, "%d", &temp);    fx-> darkGray = temp;    fgets( buffer, 100, pForm );
fscanf( pForm, "%d", &temp);    fx-> texture = temp;     fgets( buffer, 100, pForm );
fscanf( pForm, "%d", &temp);    fx-> edges = temp;       fgets( buffer, 100, pForm );
}

// this is initialized sideways
void initFilter(filterDEF *fx);
void initFilter(filterDEF *fx)
{
    for(int i=0; i<nColors; i++)
    {
        fx-> whiteNP          [i] = 0;
        fx-> lightGrayNP      [i] = 0;
        fx-> darkGrayNP       [i] = 0;
        fx-> blackNP          [i] = 0;
        fx-> colorShift       [i] = 0;
        fx-> brightColors     [i] = 0;
        fx-> deepColors       [i] = 0;
        fx-> midToneColor     [i] = 0;
        fx-> midToneLightness [i] = 0;
    }
    fx-> lightGray = 0;
    fx-> darkGray = 0;
    fx-> texture = 0;
    fx-> edges = 0;
}

void printFilter(filterDEF fp);
void printFilter(filterDEF fp)
{
    printf("The size of the filter is %5d bytes.\n", sizeof(fp)); //fa.lightGray);
    for(int i=0; i<nColors; i++)
```

```
{
    printf("%5d", fp.whiteNP[i]);
    printf("%5d", fp.lightGrayNP[i]);
    printf("%5d", fp.darkGrayNP[i]);
    printf("%5d", fp.blackNP[i]);
    printf("%5d", fp.colorShift[i]);
    printf("%5d", fp.brightColors[i]);
    printf("%5d", fp.deepColors[i]);
    printf("%5d", fp.midToneColor[i]);
    printf("%5d\n", fp.midToneLightness[i]);
}
printf("%5d\n", fp.lightGray);
printf("%5d\n", fp.darkGray);
printf("%5d\n", fp.texture);
printf("%5d\n", fp.edges);
}
// end filter basics =====

// Fog Filter =====
char * fogStrings[] = {
    "  TRANSFORM CREATOR (Compiles a compact image transform.)", // 0
    "Resize, Reshape, and Crop", // 1
    "  input pixels", // 2
    "  input lines", // 3
    "  output pixels", // 4
    "  output lines", // 5
    "  cropSelect      (inscribe, superscribe, anamorphic)", // 6
    "Exposure and Coding Correction", // 7
    "  auto Exposure      (autoExposureOff, autoExposure100, autoExposure80)", // 8
    "  auto Color Balance (autoColorBalanceOff, autoColorBalanceOn)", // 9
    "  jpeg Filter        (jpegOff, jpegOn)", // 10
    "Filter Selection and Composition", // 11
    "  filter select      (fA, fB, A+B, ABblend)", // 12
    "  filter A gain      (+,-)", // 13
    "  filter B gain      (+,-)", // 14
    "Foreground Filter--filter A", // 15
    "Background Filter--filter B", // 16
    "  Version code. Copyright 2003 by 4G Color. All rights reserved." // 17
};

typedef enum {inscribe, superscribe, anamorphic} cropDEF ;
typedef enum {fA, fB, AplusB, ABblend} compositionDEF;
typedef enum {autoExposureOff, autoExposure100, autoExposure80} autoExposureDEF;
typedef enum {autoColorBalanceOff, autoColorBalanceOn} autoColorBalanceDEF;
typedef enum {jpegOff, jpegOn} jpegFilterDEF;

// process structure
typedef struct
{
    // resize, reshape, and crop
    long    inPixels;
    long    inLines;
    long    outPixels;
    long    outLines;
    cropDEF cropSelect; // (inscribe, superscribe, anamorphic)

    // compensation
    autoExposureDEF    autoExposureSelect; // {autoExposureOff, autoExposure100, autoExposure80}
    autoColorBalanceDEF autoColorBalanceSelect; // {autoColorBalanceOff, autoColorBalanceOn}
    jpegFilterDEF    jpegFilterSelect; // {jpegOff, jpegOn}

    // filter composition and definition
    compositionDEF filterSelect; // {fA, fB, AplusB, ABblend}
    short          filterAGain; // (+,-)
```

```
    short      filterBgain;          // (+,-)
    filterDEF   filterA;
    filterDEF   filterB;
} fogParamArrayDEF;

void writeFogForm(FILE *pForm, fogParamArrayDEF fx)
{
    int temp = fx.filterAgain;
    fprintf( pForm, "%s\n",fogStrings[0]); // TRANSFORM CREATOR
    fprintf( pForm, "%s\n",fogStrings[1]); // resize, reshape, and crop",
    fprintf( pForm, "%6d%s\n", fx.inPixels, fogStrings[2]);
    fprintf( pForm, "%6d%s\n", fx.inLines, fogStrings[3]);
    fprintf( pForm, "%6d%s\n", fx.outPixels, fogStrings[4]);
    fprintf( pForm, "%6d%s\n", fx.outLines, fogStrings[5]);
    fprintf( pForm, "%6d%s\n", fx.cropSelect, fogStrings[6]);
    fprintf( pForm, "%s\n",fogStrings[7]); // compensation
    fprintf( pForm, "%6d%s\n", fx.autoExposureSelect, fogStrings[8]);
    fprintf( pForm, "%6d%s\n", fx.autoColorBalanceSelect, fogStrings[9]);
    fprintf( pForm, "%6d%s\n", fx.jpegFilterSelect, fogStrings[10]);
    fprintf( pForm, "%s\n",fogStrings[11]); // filter composition and definition
    fprintf( pForm, "%6d%s\n", fx.filterSelect, fogStrings[12]);
    fprintf( pForm, "%6d%s\n", fx.filterAgain, fogStrings[13]);
    fprintf( pForm, "%6d%s\n", fx.filterBgain, fogStrings[14]);

    fprintf( pForm, "%s\n",fogStrings[15]); // filter A
    writeFilterForm(pForm, fx.filterA);

    fprintf( pForm, "%s\n",fogStrings[16]); // filter B
    writeFilterForm(pForm, fx.filterB);

    fprintf( pForm, "%6d%s\n", versionCode, fogStrings[17]);
}

// scan the fogForm
int scanFogForm(FILE *pForm, fogParamArrayDEF *fx);
int scanFogForm(FILE *pForm, fogParamArrayDEF *fx)
{
    int temp;
    char buffer[100];

    fgets( buffer, 100, pForm ); // TRANSFORM CREATOR
    fgets( buffer, 100, pForm ); // resize, reshape, and crop",
    fscanf( pForm, "%d", &temp); fx-> inPixels = temp; fgets( buffer, 100, pForm );
    fscanf( pForm, "%d", &temp); fx-> inLines = temp; fgets( buffer, 100, pForm );
    fscanf( pForm, "%d", &temp); fx-> outPixels = temp; fgets( buffer, 100, pForm );
    fscanf( pForm, "%d", &temp); fx-> outLines = temp; fgets( buffer, 100, pForm );
    fscanf( pForm, "%d", &temp); fx-> cropSelect = (cropDEF)temp; fgets( buffer, 100, pF
    fgets( buffer, 100, pForm ); // compensation
    fscanf( pForm, "%d", &temp); fx-> autoExposureSelect = (autoExposureDEF)temp; fgets(
    fscanf( pForm, "%d", &temp); fx-> autoColorBalanceSelect = (autoColorBalanceDEF)temp;
    fscanf( pForm, "%d", &temp); fx-> jpegFilterSelect = (jpegFilterDEF)temp; fgets( buf
    fgets( buffer, 100, pForm ); // filter composition and definition
    fscanf( pForm, "%d", &temp); fx-> filterSelect = (compositionDEF)temp; fgets( buffer,
    fscanf( pForm, "%d", &temp); fx-> filterAgain = temp; fgets( buffer, 100, pForm );
    fscanf( pForm, "%d", &temp); fx-> filterBgain = temp; fgets( buffer, 100, pForm );

    fgets( buffer, 100, pForm ); // filter A
    scanFilterForm(pForm, &fx->filterA);

    fgets( buffer, 100, pForm ); // filter B
    scanFilterForm(pForm, &fx->filterB);

    fscanf( pForm, "%d", &temp, fogStrings[17]);
    return temp;
}
```

```
}
```

```
void initFog(fogParamArrayDEF *pax);
void initFog(fogParamArrayDEF *pax)
{
    // resize, reshape, and crop
    pax-> inPixels      = 0;
    pax-> inLines       = 0;
    pax-> outPixels     = 0;
    pax-> outLines      = 0;
    pax-> cropSelect    = inscribe;

    // compensation
    pax-> autoExposureSelect    = autoExposureOff;
    pax-> autoColorBalanceSelect = autoColorBalanceOff;
    pax-> jpegFilterSelect      = jpegOff;

    // filter composition and definition
    pax-> filterSelect = fA;
    pax-> filterAgain  = 100;
    pax-> filterBgain  = 100;

    initFilter( &(amp;pax->filterA) );
    initFilter( &(amp;pax->filterB) );
}
```

```
void printFog(fogParamArrayDEF pa);
void printFog(fogParamArrayDEF pa)
{
    printf("%5d\\n", pa.inPixels);
    printf("%5d\\n", pa.inLines);
    printf("%5d\\n", pa.outPixels);
    printf("%5d\\n", pa.outLines);
    printf("%5d\\n", pa.cropSelect);

    printf("%5d\\n", pa.autoExposureSelect);
    printf("%5d\\n", pa.autoColorBalanceSelect);
    printf("%5d\\n", pa.jpegFilterSelect);

    printf("%5d\\n", pa.filterSelect);
    printf("%5d\\n", pa.filterAgain);
    printf("%5d\\n", pa.filterBgain);

    printFilter( pa.filterA);
    printFilter( pa.filterB);
}
```

```
// End Fog Filter =====
```

```
// read this
```

```
int main()
{
    fogParamArrayDEF xxx;
    FILE * pForm;

    pForm = fopen (outputFILENAME, "rb");
    if( pForm==NULL ) goto PAUSE;
    fread( &xxx, sizeof(xxx), 1, pForm );
    fclose(pForm);

    pForm = fopen( "testForm", "w" );
    if( pForm==NULL ) goto PAUSE;
    writeFogForm(pForm, xxx );
    fclose(pForm);
}
```

```
return 0;
PAUSE:
    printf("\n      Error. (Enter a number to exit.)\n");
    int temp;
    scanf("%d", &temp);
    printf("\n      ... bye\n");
}

#if 0
// *****
// user interface --> plist --> ppf translations and control

// text form layout
char * pStrings[] = {
    "      TRANSFORM CREATOR (Compiles a compact image transform.)", // 0 ..
    "  Digital Camera Auto-Exposure (off,on100,on80,on50,declip)", // 1  autoExposure
    "  Select foreground      (off,bot,left,right,cent,centBot)", // 2  foreground
    "  Compose      (A,B,A+B,A/B) ", // 3  compose
    "  Resize      (pixelsIn,linesIn,pixelsOut,linesOut)", // 4  reSize[4]
    "  Resize Format      (inscribe,superscribe,anamorphic)", // 5  format
    "  Image File Format      (rgb.raw,rgbPlaner.raw,cmyk.raw,cmykPlaner.raw)", // 6
    "  Compression Compensation      (off,data,display,jpeg,)", // 7  diags
    "  ----- filter A -----", // 8  ...
    "    red yellow green cyan blue magenta all      (+100, -100)", // 9  ...
    "  brightColors      (moreVivid, whiter)", // 10 uVal[7][0]
    "  deepColors      (moreVivid, blacker)", // 11 uVal[7][1]
    "  midToneColor      (moreVivid, grayer)", // 12 uVal[7][2]
    "  midToneLightness      (lighter, darker)", // 13 uVal[7][3]
    "  colorShift      (r>y>g>c>b>m, r<y<g<c<b<m)", // 14 uVal[7][4]
    "  whitePoint      (positive, negative)", // 15 uVal[7][5]
    "  lightGrayNeutrals      (whiter, grayer)", // 16 lGray
    "  darkGrayNeutrals      (blacker, grayer)", // 17 dGray
    "  acuity      (sharper, smoother)", // 18 acuity
    "  filter A gain      (positive, negative)", // 19 fGain
    "  ----- filter B -----", // 20  ...
    "    red yellow green cyan blue magenta all      (+100, -100)", // 21  ..
    "  brightColors      (moreVivid, whiter)", // 22 uVal[7][0]
    "  deepColors      (moreVivid, blacker)", // 23 uVal[7][1]
    "  midToneColor      (moreVivid, grayer)", // 24 uVal[7][2]
    "  midToneLightness      (lighter, darker)", // 25 uVal[7][3]
    "  colorShift      (r>y>g>c>b>m, r<y<g<c<b<m)", // 26 uVal[7][4]
    "  whitePoint      (positive, negative)", // 27 uVal[7][5]
    "  lightGrayNeutrals      (whiter, grayer)", // 28 lGray
    "  darkGrayNeutrals      (blacker, grayer)", // 29 dGray
    "  acuity      (sharper, smoother)", // 30 acuity
    "  filter B gain      (positive, negative)", // 31 fGain
    "  Version Code", // 32 vCode
    "      Copyright 2003 by 4G Color. All rights reserved." // 33  ...
};

// initialize user selected variables
void image::initUserVals()
{
    // common variables
    autoExposure = 0;
    foreground = 0;
    compose = 0;
    reSize[0] = 0; // if either width or height is 0, no change is applied
    reSize[1] = 0;
    reSize[2] = 0;
    reSize[3] = 0;
    format = 0;
}
```

```
pack = 0;
diags = 0;
vCode = 133;

// filter A values
for(int i=0; i<7; i++) for(int j=0; j<6; j++) uVal[i][j] = 0;
lGray = 0;
dGray = 0;
acuity = 0;
fGain = 100;

// filter b values
for(int i=0; i<7; i++) for(int j=0; j<6; j++) uVal1[i][j] = 0;
lGray1 = 0;
dGray1 = 0;
acuity1 = 0;
fGain1 = 100;
}

// write or rewrite the user text form
void image::writeForm(FILE *pForm)
{
    fprintf( pForm, "%s\n", pStrings[0]); // 0 PROCESS DI
    fprintf( pForm, "%6d %s\n", autoExposure, pStrings[1]); // 1 autoExposu
    fprintf( pForm, "%6d %s\n", foreground, pStrings[2]); // 2 foreground
    fprintf( pForm, "%6d %s\n", compose, pStrings[3]); // 3 compose
    fprintf( pForm, "%6d %6d %6d %6d %s\n", reSize[0], reSize[1], reSize[2], reSize[3], pS
    fprintf( pForm, "%6d %s\n", format, pStrings[5]); // 5 format
    fprintf( pForm, "%6d %s\n", pack, pStrings[6]); // 6 pack
    fprintf( pForm, "%6d %s\n", diags, pStrings[7]); // 7 diags
    fprintf( pForm, "%s\n", pStrings[8]); // 8 static fil
    fprintf( pForm, "%s\n", pStrings[9]); // 9 red yellow
    for(int j=0; j<6; j++)
    {
        for(int i=0; i<7; i++) fprintf( pForm, "%6d", uVal[i][j]); // 10-15
        fprintf( pForm, "%s\n", pStrings[10+j]);
    }
    fprintf( pForm, "%42d %s\n", lGray, pStrings[16]); // 16 lGray
    fprintf( pForm, "%42d %s\n", dGray, pStrings[17]); // 17 dGray
    fprintf( pForm, "%42d %s\n", acuity, pStrings[18]); // 18 acuity
    fprintf( pForm, "%42d %s\n", fGain, pStrings[19]); // 19 fGain
    fprintf( pForm, "%s\n", pStrings[20]); // 20 static fil
    fprintf( pForm, "%s\n", pStrings[21]); // 21 red yellow
    for(int j=0; j<6; j++)
    {
        for(int i=0; i<7; i++) fprintf( pForm, "%6d", uVal1[i][j]); // 22-27
        fprintf( pForm, "%s\n", pStrings[22+j]);
    }
    fprintf( pForm, "%42d %s\n", lGray1, pStrings[28]); // 28 lGray
    fprintf( pForm, "%42d %s\n", dGray1, pStrings[29]); // 29 dGray
    fprintf( pForm, "%42d %s\n", acuity1, pStrings[30]); // 30 acuity
    fprintf( pForm, "%42d %s\n", fGain1, pStrings[31]); // 31 fGain
    fprintf( pForm, "%42d %s\n", vCode, pStrings[32]); // 32 vCode
    fprintf( pForm, "\n%s\n", pStrings[33]); // 33 copyright
    fclose(pForm);
}

// scan the user text form
void image::scanForm(FILE *pForm)
{
    char buffer[100];
    fgets( buffer, 100, pForm ); // 0 ...
    fscanf( pForm, "%d", &autoExposure); fgets( buffer, 100, pForm ); // 1 autoExposu
    fscanf( pForm, "%d", &foreground); fgets( buffer, 100, pForm ); // 2 statFilter
```



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fscanf( pForm, "%d", &compose);          fgets( buffer, 100, pForm );    // 3   rezEnhance
fscanf( pForm, "%d", &reSize[0]);          // 4   reSize[2]
fscanf( pForm, "%d", &reSize[1]);          // 4   reSize[2]
fscanf( pForm, "%d", &reSize[2]);          // 4   reSize[2]
fscanf( pForm, "%d", &reSize[3]);          fgets( buffer, 100, pForm );
fscanf( pForm, "%d", &format);             fgets( buffer, 100, pForm );    // 5   format
fscanf( pForm, "%d", &pack);              fgets( buffer, 100, pForm );    // 6   pack
fscanf( pForm, "%d", &diags);             fgets( buffer, 100, pForm );    // 7   diags
                                          fgets( buffer, 100, pForm );    // 8   ...
                                          fgets( buffer, 100, pForm );    // 9   ...

for(int j=0; j<6; j++)
{
    for(int i=0; i<7; i++) fscanf( pForm, "%d", &uVal[i][j]);    // 10-15
    fgets( buffer, 100, pForm );
}
fscanf( pForm, "%d", &lGray);             fgets( buffer, 100, pForm );    // 16  lGray
fscanf( pForm, "%d", &dGray);             fgets( buffer, 100, pForm );    // 17  dGray
fscanf( pForm, "%d", &acuity);            fgets( buffer, 100, pForm );    // 18  acuity
fscanf( pForm, "%d", &fGain);             fgets( buffer, 100, pForm );    // 19  fGain
                                          fgets( buffer, 100, pForm );    // 20  ...
                                          fgets( buffer, 100, pForm );    // 21  ...

for(int j=0; j<6; j++)
{
    for(int i=0; i<7; i++) fscanf( pForm, "%d", &uVal1[i][j]);    // 22-27
    fgets( buffer, 100, pForm );
}
fscanf( pForm, "%d", &lGray1);            fgets( buffer, 100, pForm );    // 28  lGray
fscanf( pForm, "%d", &dGray1);            fgets( buffer, 100, pForm );    // 29  dGray
fscanf( pForm, "%d", &acuity1);           fgets( buffer, 100, pForm );    // 30  acuity
fscanf( pForm, "%d", &fGain1);            fgets( buffer, 100, pForm );    // 31  fGain
fscanf( pForm, "%d", &vCode);             fgets( buffer, 100, pForm );    // 32  vCode
}

void image::readProcess()
{
    FILE * pForm = fopen (FILENAME, "r");
    if( pForm==NULL ) // clear the process and write the form
    {
        pForm = fopen (FILENAME, "w");
        initUserVals();
        writeForm(pForm);
        fclose(pForm);
    }
    else // scan and rewrite the form
    {
        scanForm( pForm );
        fclose(pForm);
        if( vCode != 133 ) initUserVals(); // the validity code is contaminated
        pForm = fopen (FILENAME, "w");
        writeForm(pForm);
        fclose(pForm);
    }
}

#endif

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```